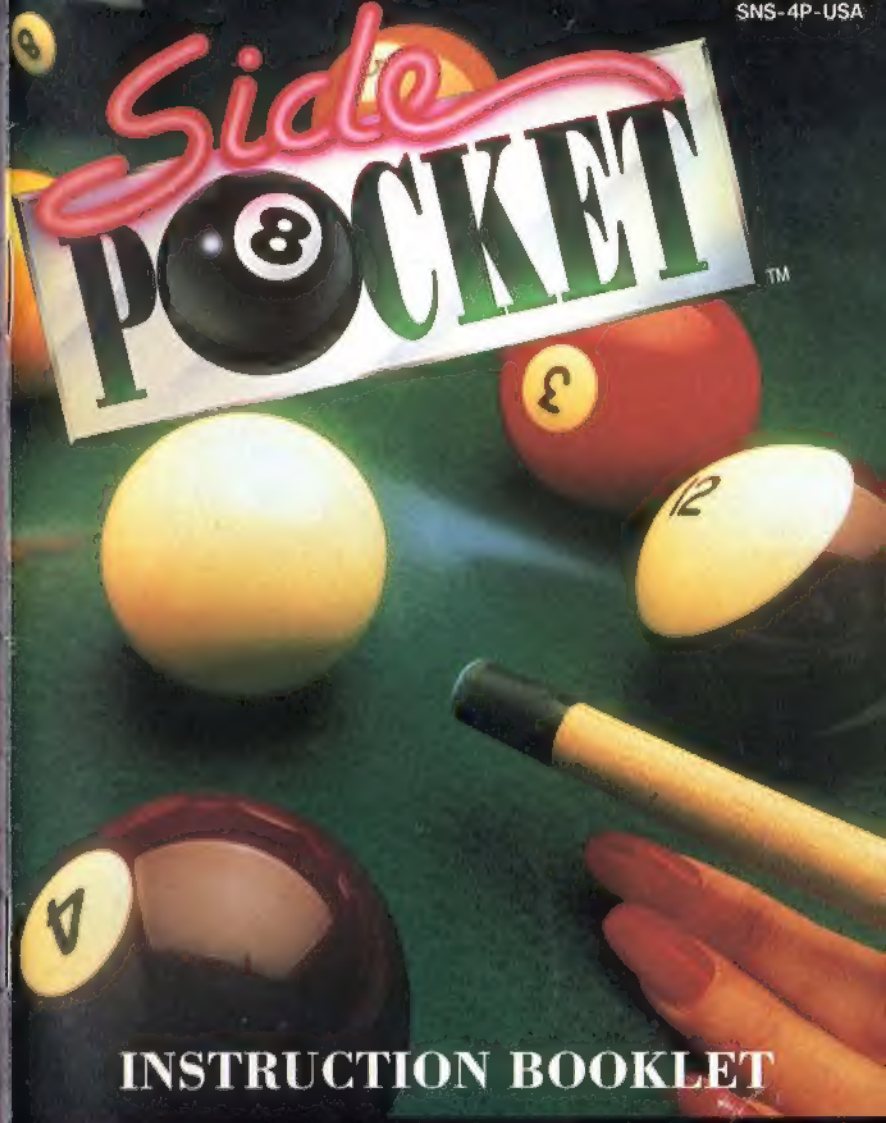
DATA EAST USA, INC.
1850 Little Orchard St.
San Jose, CA 95125

PRINTED IN JAPAN

SNS-4P-USA

Side POCKET™



INSTRUCTION BOOKLET

DATA EAST

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY:

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

SIDE POCKET

Your motto is simple: "Rack 'Em 'N' Roll 'Em." But you don't want to be just another two-bit shark—you desire to be a true master of the game. Using brains as well as skill you seek to dominate your opponents. You want victory so bad that you can taste it.

But in each city, the stakes get higher, the trick-shots tougher, and the pressure-packed challenges almost unbearable. Los Angeles. New York. And then, Atlantic City. But you won't have time to sight see, you'll have to concentrate on your game if you want to hold a world-class title.

Remember, "Rack 'N' Roll."

CONTENTS

Starting The Game ... 3

The Game Controls ... 4

Game Controls Summary ... 5

Getting Started ... 7

On The Felt ... 8

Games ... 11

Two Player Pocket Game ... 13

Two Player Nine Ball Game ... 14

Trick Shot Game ... 15

Glossary of Billiards Terms ... 16

STARTING THE GAME

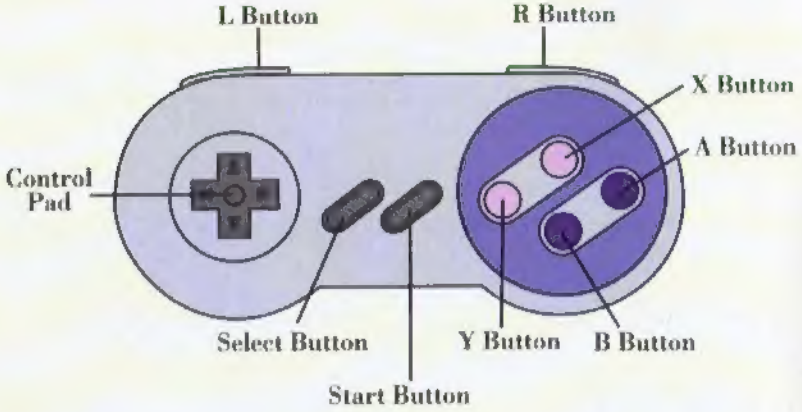
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak. Plug a controller into your system.

2. Insert the *Side Pocket* Game Pak, label facing front, in the system slot.

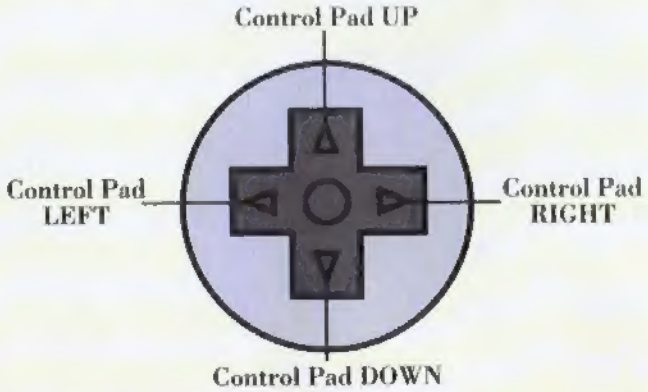
3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title screen appears, press the Start Button to begin play.

THE GAME CONTROLS



This manual refers to the following directions:



GAME CONTROLS SUMMARY

START Button

Press the START Button during the Title Screen to move to the Main Menu Screen.

A Button

Press the A Button to Cancel your shot while the Power Meter is moving. You must cancel before you press the B Button a second time, otherwise the shot will be taken.

B Button

While on Main Menu use the B Button to make a selection. During the game use the B Button to shoot. Press once to draw back the cue stick and begin the power meter. Press again to shoot. The strength of your shot is determined by the final position of the spinning coin when you press the B Button the second time.

Y Button

Body:Press the Y Button to toggle between the colored and the numbered displays. Press the Y Button while using the Control Pad UP, DOWN, LEFT, or RIGHT to select the type of "English."

L Button

Press the L Button to fine tune your aim to the left position.

R Button

Press the R Button to fine tune your aim to the right position.

GETTING STARTED

1. Press START at the Side Pocket Introduction Screen to get to the Main Menu.

2. Use the Control Pad to select a game from the Main Menu. Press the B Button to begin. The choices are:

   One Player Pocket Game
   Two Player Pocket Game
   Two Player Nine Ball
   TrickGame
   Juke Box

   Note: To select a two player option, both game controllers must be plugged into the Super Nintendo Entertainment System.

   See the "Games" Section for a full description of each game.

3. To preview background music, choose "Jukebox" on the Main Menu.

   To select a song on the Jukebox, press the Control Pad LEFT or RIGHT. To listen to a track, press the B Button. To turn the music on, or off, press the Select Button. To return to the Main Menu, cycle through the list of songs, select "Exit" and press the B Button.

ON THE FELT

1: Score

In all games, the upper left hand corner of the screen displays the current player's score and remaining Stock (see below).

In the Two Player Pocket Game, a flashing crown below score indicates which player is currently winning.

Note: Stock isn't used in this game-players continue to shoot until the table is cleared.

In the Two Player Nine Ball Game, WIN indicates which player is winning at that moment.

2: Stock

The number next to the white dot below the score shows how many shots the current player has remaining. You will lose a shot if you sink the cue ball.

3: English

If you press and hold Y Button and move the Control Pad, you can move the position where your cue will strike the cue ball. Hitting the ball in different spots is called using "English," which indicates the type of spin you'll apply to the cue ball. Different types of English may be used to help set up the cue ball in a good position for your next shot, or to achieve curved or accentuated paths that wouldn't otherwise be possible.

You may select six different types of English:

- **Center**

The cue strikes the cue ball dead center. No English is applied.

- **Follow**

The cue strikes the cue ball above center, giving it forward spin. After striking another ball, the cue ball will continue to roll forward.

- **Right**

The cue strikes the cue ball right of center. Right English will cause the cue ball to bounce off a cushion further to the right than it normally would.

- **Left**

The cue strikes the cue ball left of center. Left English will cause the cue ball to bounce off a cushion further to the left than it normally would.

- **Draw**

The cue strikes the ball below center, giving it a backwards spin. After striking another ball, the cue ball will begin to roll back towards the point where it started.

• Masse

The cue strikes the ball on top with a down-ward stroke. Used primarily for specialty shots, Masse acts like a very intense draw. There are three levels of Masse (Masse 1, Masse 2 and Masse 3), each more intense than the previous one. If hit hard enough at its greatest level (Masse 3), Masse can also "jump" the cue over other balls. To select Masse, continue to press UP past the highest level of Follow. You can adjust your English in combinations of Draw/Right, Draw/Left, Follow/Right, or Follow/left. The closer you get to the edge of the cue ball, the more intense the English.

4: Player Shooting

Shows the player currently shooting.

5: Next Ball

After sinking a ball, this displays the next ball that follows in numerical order.

6: Power Meter

The Power Meter indicates how hard you intend to hit the ball. Left is minimum and right is maximum power.

GAMES

One Player Pocket Game

There are five stages in the One Player Pocket Game, represented by five cities. To advance to the second stage, you must meet or exceed the Target score displayed at the beginning of each stage. When the game begins in Los Angeles, you are given an initial stock of sixteen balls.

These are your targets for each stage:

STAGE	CITY	TARGET
1	Los Angeles	3,000 Points
2	Las Vegas	4,000 Points + Challenge Shot
3	San Francisco	5,000 Points + Challenge Shot
4	New York	6,000 Points + Challenge Shot
5	Atlantic City	7,000 Points + Challenge Shot

Extra Points

There are two ways to gain extra points: sinking balls numerically or consecutively (without missing a shot). The points are tallied and added to your score at the end of each round.

Super (1-player Pocket game only)

Occasionally the word "SUPER" will spiral up from the table and a ball will begin to flash. If you strike the flashing ball before striking any others, the cue ball will gain extra momentum and will continue to move around the table for a longer period of time than usual.

Bonus

From time to time, a flashing star will appear in one of the pockets. If you sink a ball into that pocket, you'll be awarded extra points, extra stock or an extra trick shot at the end of the stage.

Zone (1-player Pocket game only)

When a single ball is left on the table, a blue swirl with the word "Zone" will appear in one of the pockets. If you sink the last ball into that pocket, you'll be awarded bonus points, a trick shot, or additional stock. If you sink the cue ball in that pocket instead, the table becomes darker and blue fans highlighting the pockets will appear. In this mode, your next shot will carry more power and table friction is reduced, causing the balls to roll for a longer period than usual. If you sink the last ball on this shot, you'll be awarded bonus points for trick shots, or additional stock.

TWO PLAYER POCKET GAME

The Two Player Pocket Game is a five set match. The rules are the same as for the One Player Pocket Game except neither player has stock—play continues until the table is clear. After five sets, the player with the most points wins. Miss three shots in a row and your opponent automatically wins.

If you "scratch" or sink the cue ball, you lose one shot and the cue ball moves back to the right side of the table.

The two players "lag" to see who goes first. Both players will press the B Button to choose how hard they wish to hit their cue ball on the table. The object of the lag is to strike your cue ball hard enough to hit the far (foot) cushion and come back to the near (head) cushion without touching it. The player who manages to get their cue ball nearest the head cushion wins the lag and gets to break.

If the cue ball is sunk during a game, it will automatically reappear on the right side of the table.

TWO PLAYER NINE BALL GAME

In the Nine Ball Game you have your choice of either a 3-game, 7-game or 15-game series. Each game a player wins counts as a point and the first player to win 2 of 3, 4 of 7 or 8 of 15 wins the series.

The rules of Nine Ball differ from those of pocket billiards. The object is simple: the player who makes the 9-Ball into any pocket wins the game.

On each turn, however, the player must hit the lower numbered ball on the table with the cue ball before hitting any other ball. Any ball can be sunk into any pocket on each turn, but the lowest numbered ball must have been the first one hit by the cue ball.

Players alternate turns after missing a shot, as they did in the Pocket Game. The next player gets to choose the position of the cue ball by moving it using the Control Pad. Press the B Button to place the ball.

•3 Ball Stock: Foul three times in a row and your opponent automatically wins the round. Each time you foul, your opponent gets a Ball In Hand, enabling him to set up his next shot by placing the cue ball anywhere on the table.

TRICK SHOT GAME

In the Trick Shot Game, there are a total of 19 different shots-each represented by one of the blue squares on the screen. By highlighting a square and pressing the B Button, you'll go to the Trick Shot behind that square.

Each Trick Shot will feature a number of obstacles and blocked-off pockets with a big "NO" over them. The object of each Trick Shot is to make all the balls on the table into any of the open pockets...IN ONE SHOT!

If you make the shot, the blue square for that shot will be removed from the screen. You must remove all 19 squares to solve the puzzle and complete the game.

GLOSSARY OF BILLIARDS TERMS

Break: The opening shot of a game; used to break up the rack of balls.

Carom: Also called a "kiss", as the called ball hits either the cushion or another object ball, then goes into the pocket.

Cue stick: The long wooden stick used to hit the white ball.

Cue ball: The white ball which is used to hit the colored balls into the pockets.

Cushion: The padded sides of a billiards table.

Foot cushion: The padded side of the table away from the side of the break.

Head cushion: The padded side of the table on the side of the break.

Object ball: One of the colored balls on the table.

Lag: A shoot-off between two players to see who will break; the player who stops the cue ball closest to the head cushion wins.

Rack: The triangular plastic or wooden frame in which the balls are placed in preparation for a break.

Scratch: Sinking the cue ball or missing the required object ball.

Stroke: Hitting the cue ball with the cue stick.

Ball In Hand: When a player fouls during a Nine Ball Game, the opposing player gets to set up his next shot by placing the cue ball anywhere on the table.

LIMITED WARRANTY

Data East USA, Inc. warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to Data East USA, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OR MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Data East USA, Inc.,
1850 Little Orchard Street, San Jose, California 95125.
TEL: (408) 286-7080. FAX: (408) 286-0842

GET THERE BEFORE YOUR FRIENDS DO!

BURNT?
BEFUDDLED?
BAMBOOZLED?

Call the Data East Tipline and get insightful answers and gaming tips on all Data East games. Be the first on your block to master everything from Side Pocket to Shadowrun.

Call 1-900-454-5HELP

.95 first minute, .75 each additional minute.

HIGHER SCORES
Are Just a Phone Call Away!